

Overview

The Intellijel Plog is a voltage controllable digital logic device designed for musical applications. It is primarily intended to create controllable patterns from gate/pulse sources like clocks and sequencers.

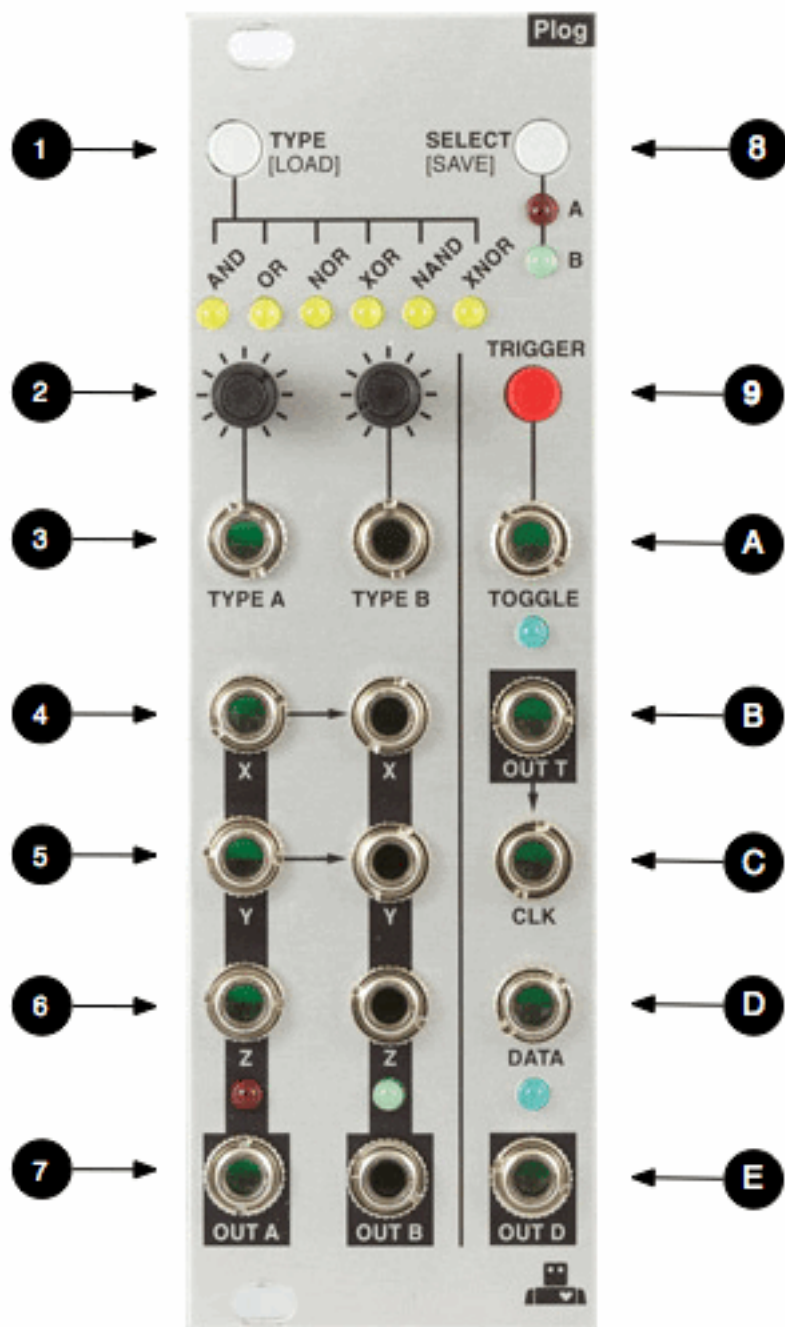
It has many other applications other than to simply mutate drum patterns. What you will use it for is up to your imagination!

It contains four major blocks of logical operations. These blocks are normalised in such a way that all the blocks can be used together with minimal patching. The Plog comprises two - triple input boolean logic sections (with CV over type), a toggle flip flop and a data flip flop.

The Toggle flip flop can also be turned into a tap tempo clock source.

The normals of the Plog can all be broken via the switching jacks or in the case of the Toggle input by a jumper on the rear panel.

The Plog has been realized with a micro controller that allows us to have features such as CV over logic type and memory recall of initial logic state. The digital design of the Plog also means it is very shallow behind the panel.



Front Panel

1 - TYPE (LOAD)

This button selects the logic type for the selected channel, A or B. It also acts as the starting point when under CV control. Press and hold this button for one second to load the stored preset from memory.

2 - These two mini knobs attenuate the CV coming into their respective CV inputs labeled Type A and Type B.

3 - Type A/B bipolar CV input for logic type of channel A/B. You will see the logic type LEDs move when CV is present and SELECT is on A/B.

4 - X Input X for logic operator

5 - Y Input Y for logic operator

6 - Z Input Z for logic operator. This is a switching jack with Input Y normalled to it unless patched.

The X and Y inputs for Logic block A are normalled to the X and Y inputs of B.

7- OUT A/B is the output of the logic operation.

8 - SELECT (SAVE)

Pressing this button selects between logic A or B for the display of the yellow

LED logic type and the operation of the TYPE button. Pressing and holding this button for more than one second will save the logic type selections into non-volatile memory.

9- TRIGGER button is normalled to the TOGGLE input below. When pressed it will send a trigger to the toggle flip flop. Press and hold on this button for one second and it will become a simple tap tempo clk generator. Once in TAP MODE, start clicking the button in time with the tempo you would like to set. To return to T-Flip-Flop mode simply hold the same button again for 1 second.

Front Panel - cont'd

A - TOGGLE input to the toggle flip flop. The TRIGGER button is normalled to this input with a switching jack.

NOTE: There is a jumper on the back of the Plog module that connects the output of logic B to the normalled input of T.

B - OUT T this is the output of the toggle flip-flop. If in tap tempo mode this becomes the tempo clock output (unipolar square pulses)

C - CLK clock input to the data flip-flop. OUT T is normalled to here with a switching jack.

D - DATA data input to the data flip-flop

E - OUT D output of the data flip flop

NOTE: All of the logic and trigger inputs are expecting 0-5V signals (i.e. logic level pulses/gates/clks). However the inputs all have negative and over voltage protection. Also each input employs a comparator with a threshold of approximately 3V. This means you can still use non-square wave signal sources as long as they exceed the comparator threshold (i.e. the positive excursion of a triangle wave from a VCO/LFO).

Boolean Logic Blocks

The PLOG contains two - three input Boolean logic processing blocks. These are fundamental building blocks of all logic systems and you are encouraged to check out some of the many excellent tutorials available on the web.

Although the logic blocks are three input, the third input (Input Z) is normalled to the second input (input Y). This allows for a the three input devices to behave like two input logic devices if you only use the X and Y inputs. Also the X and Y inputs of logic block B are normalled to the X and Y inputs of logic block A. This creates the option to generate outputs from two logic blocks at the same time with only one pair of inputs.

The truth tables for operating each of the logic blocks as a three input or two input device are in the diagrams below. On this module a logic input of 0V or GND is the equivalent of a logic LOW or '0' on the truth table.

An input of 5V is the equivalent of a logic HIGH or '1' on the truth table.

				LOGIC OUTPUTS					
INPUTS	X	Y	Z	AND	OR	NOR	XOR	NAND	XNOR
	0	0	0	0	0	1	0	1	1
	0	1	0	0	1	0	1	1	0
	0	1	1	0	1	0	1	1	0
	1	0	0	0	1	0	1	1	0
	1	0	1	0	1	0	1	1	0
	1	1	0	0	1	0	1	1	0
	1	1	1	1	1	0	0	0	1

Table 1: 3-input logic

			LOGIC OUTPUTS					
INPUTS	X	Y	AND	OR	NOR	XOR	NAND	XNOR
	0	0	0	0	1	0	1	1
	0	1	0	1	0	1	1	0
	1	0	0	1	0	1	1	0
	1	1	1	1	0	0	0	1

Table 2: 3-input logic

Flip-flop Logic Blocks

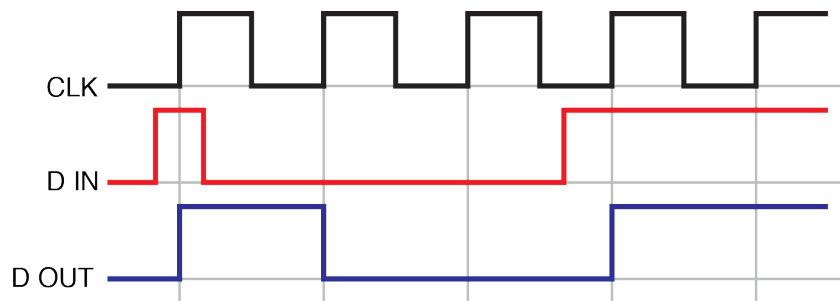
The Plog contains two types of Flip-flops: a Toggle (or a Latch) and a Data (or gated D latch). They can be used to divide pulses, store binary data, create pendulum reset for sequencers etc. By default the normals in the Plog set the Flip Flop section to be a **divide by two and divide by four**. This acts as a clock divider of logic B without patching the inputs. If you patch a clock into the Toggle input the OUT T and OUT D will divide the clock by two and four respectively.

Data (D) Flip-flop

The D Flip-flop output latches to whatever logic level the input is but only when the CLK signal transitions from low to high.

The CLK input is also normalled (via the switching jack) the inverted output of the D Flipflop. This causes the D FlipFlop to function as a T Flip-flop if nothing is patched into the CLK input.

The following diagram illustrates the relationship between the D Flip-flop inputs and output.



Example Patches

Example # 1: Real-time Quantizer Using AND Logic

Set A to AND and patch a random source of triggers into X.

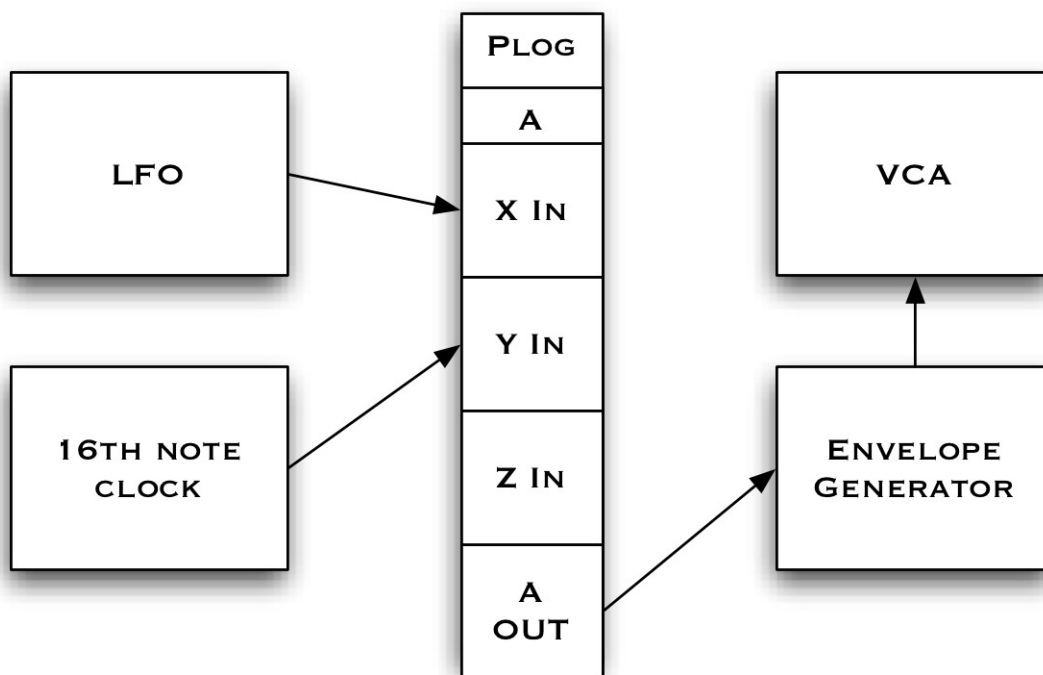
Then patch a quantized source of triggers into Y.

Patch OUT A into a envelope generator.

Patch the envelope generator into something you want to modulate with quantized random envelopes such as a VCA.

Using AND logic on a random source of triggers such as a square wave LFO and a in synchronized source of triggers (such as a 16th note pattern from a drum machine or sequencer) will create a real time quantizer . This works because AND will go High when both the random trigger source and the clock source are High. This means that as long as the random source goes high when the 16th note also goes high you will get a semi random sequence of 16ths. I find it helpful to vary the random source such as VC control of a Square wave LFO so that the 16th notes and the random source coincide variably over time.

For extra and somewhat unpredictable results try applying CV to the CV input of TYPE A



Video Manual

Not yet available

Support

Web: www.intellijel.com

E-Mail: help@intellijel.com

Technical Specifications

Width: 8HP

Depth: 29mm

Current Draw:

55mA @ +12V

11mA @ -12V

Expected Inputs:

Logic: 0-5V

CV: +/- 5V

Credits

Plog software and hardware development: Danjel van Tijn / Intellijel Designs Inc.

Manual written by: Haven Siguenza and Danjel van Tijn

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